



# Planning and Practice of Gamified Resource Map for Kindergarten Curriculum

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**Abstract:** *The construction bracket of the curriculum gamification project requires each kindergarten as the center, collects all kinds of natural, social and human resources within a radius of 1.5 kilometers, and strives to use the interesting things, phenomena, materials, culture, folklore, etc. in the life around the children as the learning carrier for the children, forming a map of educational resources in and outside the park that is suitable for the actual situation of the kindergarten. Personality displays natural bloom and other angles interpret the practice and harvest of creatively building a "big stage for playing beauty" in the "community small micro garden" with only six classes, teachers and students born together to the sun, playing beauty growth, and natural blooming.*

**Keywords:** Play beauty; Resources; Curriculum; Practice.

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## 1. Introduction

Purui Kindergarten located in the southeast corner of the main city of Haimen relocation community. There is only a three-story teaching building, a small playground, a fire pump room, standing at the door of the small receptionist room seems to be able to see the whole garden. In this community small and micro kindergarten that has been open for five years and six classes, how to better plan the resource map and promote the in-depth construction of the gamification project of the curriculum?

According to the "Guide", we presuppose the learning and experience that teachers and students may cause, provide relevant materials, track, observe and record children's play behavior and experience acquisition, strive to follow and analyze children's experience, and presuppose the course content, so that children can develop in the interaction with environmental resources. Around the moment "What is there? What's missing? Do what?" Thinking about the three major issues, we are guided by the cultural inheritance of the garden, focusing on the enjoyment of time and space, the use of materials, and the deepening of diversity, carrying out in-depth research and training on the practice of playing beauty, striving to make every day "playing beauty" life accompanied by "sunshine", and realizing the vigorous growth of life in the continuous discovery of problems, solving problems, and innovative exploration of harvest growth. Bloom naturally.

## **2. Play Beauty Planning, Inheritance and Innovation, Enjoy Time and Space**

In March 2015, Shen Lei, the principal of the kindergarten, in strict accordance with provincial standards, reformed the property of the original community to ensure that all kinds of facilities are fully equipped, and strive to "make the kindergarten a beautiful garden, a paradise for growth, and a home for the soul", and spread the first batch of dandelion seeds.

In August 2016, Zhang Jun, the principal of the school, took the provincial "13th Five-Year Plan" project "Research on the construction of Kindergarten" food education "curriculum group" as the starting point to consider whether the construction of indoor and outdoor environment, curriculum content selection, curriculum resources screening can be started from the perspective of children's activities. Whether it is conducive to children to carry out sports, observation, planting, exploration, play, operation and other forms. Let the natural and cultural environment around the kindergarten continuously enrich the curriculum resources of the kindergarten. She led the team with high quality and high results, and successfully passed the acceptance of the provincial high-quality park.

In August 2019, Purui Kindergarten became a branch of the alliance of preschool education Group of Haimen Economic Development Zone, implementing the same management, culture, team construction, teaching and research synchronization, resource sharing, and assessment synchronization with the main park. We integrate the third batch of Nantong curriculum gamification construction project "Imagine Nature, Enjoy the perfect growth of games" with the project project of Nantong's "13th Five-Year Plan" "Development and Implementation Research of Community Kindergarten" Play beauty "curriculum. More precisely sort out the garden-based, class-based, student-oriented curriculum resources. Try to open up the class activity room, special game room and outdoor activity field in the park; Integrate the natural, social and human resources inside and outside the park to serve the curriculum construction of the kindergarten; Organize and share the achievements of gamification construction of courses in the Group community and the open exhibition activities of Haimen District, so that high-quality resources can realize mutual integration and exchange. Emphasizing that life and experience are the soul of education, teachers collect information from children's lives, and integrate the education concept of "play", "beauty" and "joy" with kindergarten STREAM education into the daily activities of kindergarten life, games and learning. Promote children's physical, emotional, social, intellectual and creative development in the development and benefit of mutually integrated resources; Optimize teachers' professional concept, expand teachers' knowledge structure, and help teachers' professional growth. All teachers, students and staff are problem-solution-oriented, and strive to make the life of "play beauty" accompanied by "sunshine", so that every life can naturally flourish, bloom the wonderful life, and achieve a beautiful "Xinfu life" [1].

## **3. Play MEichuan, Revitalize Resources, and Use Materials**

Our play environment creation, always adhere to the current interests and actual needs of children, timely, appropriate, dynamic adjustment, from the garden to the garden, from explicit to implicit, teachers and children work together, the pursuit of natural open, positive and harmonious, and strive to make the environment become "can support teachers and students social exploration and learning container". Let teachers and students always, everywhere in the joy of the true independent exploration of the activity situation.

### **3.1 The Entrance Hall is Integrated into the Framework of the Concept Exhibition.**

The teacher drew a brief map frame of the garden and outside the garden on both sides of the hall door, and the children could display the resource labels they found interesting on the map at the corresponding position at any time. Outdoor games and exercise, activity room and public area special room three time place reservation wall, silently tell the big family their recent activity plan. In the small TV set opposite the cultural wall of the hall, wonderful activities of children in various classes are broadcast every day.

### **3.2 Class Environment, Adapt to Children's Personality.**

In front of each classroom, there are class business cards drawn by teachers and students and signed to the wall independently; Class game selection combined with the whole park venue reservation, fully respect the children's autonomy and voluntary, each has the focus of exploration, more detailed and integrated into learning, living area, art corner, reading bar, science exploration base, math park, miniature building field, doll home, beauty bar... Come into being.

### **3.3 Public areas, Clever Design and Practical Use.**

The folding table made of scrap bed board makes the space utilization in the corridor more safe and efficient; The water supply station at the end of the corridor, the brick wall and mini supermarket at the corner of the stairs, and the happy studio are updated randomly according to the children's interest points. By using the small space under the stair platform, the edge of the control room and the small partitions beside the meeting room, the materials and tool resources such as life, teaching and research, environmental innovation and games are classified and stored, and the tables are built and hung for convenient storage and access. The external wall of the faculty meeting room silently displays the teachers' course gamification discussion.

### **3.4 Special Activity Room, Ingenuity to Create More Laughter.**

The multifunctional lecture hall on the west side of the ground floor is not only a meeting room for teachers and staff, but also a place where percussion instruments, performance costumes and props are gathered, a music world for everyone to relax, and a good place for teachers and students to perform stage plays. The life hall on the second floor is adjacent to the scientific discovery room; The dance room on the third floor realizes the beauty of the construction room and the gym according to the needs; On the east side of the third floor are the character hall and the weaving garden; On the east side of the second floor, there are three art rooms of different styles: Picture Book Museum and Gouache ink painting, paper-cut cloth art and pottery color clay art.

### **3.5 Outdoor Game Workshop, Carefully Combing to Increase the Fun.**

Old glass doors are turned into graffiti walls that kids love; In the small orchard on the east side of the canteen, dates, peaches, grapes and loquat have been harvested. The mud was small, and gave the children much laughter; Explore the jungle behind the wall; Playing in the sand pool, sitting under the flag; There are not only vegetables and fruits in the small garden, but also chickens, ducks, geese and rabbits. The hydroponic varieties in the large tank are diverse. The foam finishing box is also our experimental field. The woodworking room at the entrance of the receptionist room is simple, but the tools and materials are complete, and the chicken nest, duck shed, and rabbit house were born here

### **3.6 Outdoor Sports Ground, Flexible and Dynamic.**

At the beginning and the end of the period, the PDA project normalized test and daily outdoor exercise are integrated to perfectly help the creation of football characteristic park; According to the standard ratio of exchange rate system of football, basketball, gas volleyball training field and balance car track play beauty integration, to help the ball game; Small playground children according to the current activity needs, with low structure of the sign bucket, sign pole to balance, drilling, climbing, jumping, throwing and other venues independent division... During the epidemic, cones and markers have become a good helper to regulate the access and distance of nuclear acid.

### **3.7 Resources Outside the Garden, Looking far to Increase Color.**

Rainbow Park, Jianghai Cultural Square, Party building theme park, music square, river corridor and other natural resources; Meteorological Bureau, library, Jianghai Museum, Science and Technology Museum, Longxin Building and other social institutions; Purui Community, Huizhi Home, Daqiao New Village, Eigou supermarket, neighborhood market, Auchan hypermarket and other community resources; Dongzhou Primary School Changjiang Road Campus, New Education Primary School, Dongzhou Middle School and other school resources; Zhangjian Park, Yisheng Distillery, Jiulong Island and other red bases have had our Purui teachers and parents hiking practice of fun footprints.

Respecting children, based on the current situation, following the needs, and jointly involved in the transformation and improvement of the child-centered environment, so that the environment becomes a learning field and practical field for teachers and students, our actions have not stopped.

## **4. Play American Training, Problem-oriented, Stick to the Daily Routine**

The key to success lies in people. The focus of gamification of curriculum is on children, and children's behavior reflects teachers' thoughts and actions. Teachers' educational concept, professional consciousness and professional ability directly affect the quality of kindergarten curriculum, which is the key to ensure the smooth progress of curriculum gamification. From the actual situation, we explore the teaching and research mode that adapates to the current professional level of teachers and follows the needs of children's development. We learn and think together, and think and act together. Through regular and irregular random sharing or brainstorming interaction, we strive to integrate knowledge and action [2].

### **4.1 Co-reading, Enhance the Concept of Consolidation Foundation**

"The New Principal" and "the Principal's Professional Ability Improvement Series" are placed in the corner of the desk and read freely; "Four Histories" and "Civil Code" with the teachers and staff to read together, from the source to the right direction, hold the position, learn to communicate positively, active thinking, healthy life, aesthetic walking, happy work; "High Prospect Course Series", "Preschool children's Learning and Development Core Experience", "Small brain big problem", "Activity area creation", "Game Department", "The Power of Believing", special reading and sharing, clear direction.

### **4.2 With the Same Thought, Forward Positioning Clear Direction**

Ask yourself three questions: "Why? Do what? How?" Let thought guide action.

### **4.3 Research, Problem-solving Oriented**

Experiential teaching and research: changing roles, returning to "childhood", discovering children's

discovery, exploring children's inquiry, thinking about children's thinking, and experiencing the process of children's learning and constructing experience together; "Experiential teaching and research" aimed at a common question, each expressed his own views and formed a unified idea.

#### **4.4 Enjoy, Brainstorm and Inspire Each Other**

Lantern Festival, small, middle and large classes to celebrate, how to reflect the age level of the activity and the corresponding depth of exploration? The wild flowers and weeds in the tires that are going to be planted for the class grow naturally, lack of water and dry up, should I directly let the conservators pull and clean up, or stay for the use of teachers and students? People, things and things that can't enter the eyes and hearts of teachers and students can never become effective resources, how to let resources into the eyes of teachers and students? For teachers and students to explore? How to improve teachers' curriculum awareness? How to maximize the efficient use of resources? One hour after the child leaves the garden, different levels of meetings, different theme salons, brainstorming around relevant topics: describe the phenomenon, analyze the background, explore the potential educational value, provide relevant tools, start the preparation of related practice... In the mutual exchange and communication, there are different degrees of accumulation of results every day... ... The idea of "the problem is the subject, the action is the research, the growth is the result" has become the growth consciousness of Purui people.

### **5. Play Beauty Practice, Focus on Diversity, Integrate into the Course**

Our games focus not only on the breadth of short-term horizontal practice, but also on the depth of long-term vertical practice. Pay more attention to the "micro" time and space, "micro" characters, and the potential educational value of "micro" resources in children's lives, games, and activities, and pay attention to the "micro" activities and "micro" accumulation of courses in ordinary days.

#### **5.1 Jungle Transformation: The Same Area has Different Emphasis on Multiple Deepening in Different Time Periods**

From the head of Shen Lei in a small corner to fill a small pile, build a tree house; To Zhang Jun garden commander around the camouflage cloth fence, round the children's little soldier dream; Then I and the teachers, students and parents together to remove the rusty barbed wire, transplant the bush fence, fill the soil, so that the ground of the forest will no longer become a depression when it rains; Remove weeds and leaves to reduce the hiding place of mosquitoes, so that the woods will no longer be a place where children want to play and fear mosquito bites; Lay lawns, build paths, drill Wells, search for shingles, lay barbecue areas, how to lay, what kind of flowers... Whatever children can decide, let them decide, and whatever children can operate, let them operate. Happy base, we build together: today's grove is a racing track, tomorrow may be a barbecue Party; Today is happy graffiti, tomorrow may be happy reading, the day after tomorrow may be passion field world... The theme of the game changes due to different children, different interests, different needs, small forests, small orchards have become a place for children to linger, and diversified "Jungle Capture" courses are accumulating and enriching day by day [3].

#### **5.2 Play US Breeding: Multiple Involvement of Different Age Groups in the Same Time Period in Relevant Regions**

Each class in the garden contains at least 4 kinds of plants with different planting methods, such as soil cultivation, large pot planting, pot pot, and personalized hydroponics, and the whole garden does not

overlap, ensuring that children can observe the different characteristics of tall plants, short plants, vines, and personalized flowers with the characteristics of class logo in the perfect classroom class culture throughout the year. Each session can participate in personalized planting, cultivation, observation, harvest activities. Each round of breeding planning adjustment, not only the continuation of the previous period, but also the emergence of new points of interest. The harvest in the small garden comes from season to season. The eggs in the breeding corner hatched chickens, which grew up and began to lay eggs; Rabbit father rabbit mother for the first time the crystallization of love unfortunately died let the children love dearly for a long time, this nest of careful care, the rabbits began to follow the rabbit mother to walk together! Adult old female duck, young male duck, young duck, and just out of the nest of the small yellow duck, four generations of duck family, but also foster a baby goose, this home is really lively!

Here, teachers and students have a "edge" with rice, and rice becomes a "circle" from rice, and rice becomes a "playmate" of teachers and students, experiencing continuous learning and exploration together and pointing to diversified development. The case of cultivating labor, playing food education, and playing beauty moral education, "Rice Sheng" was awarded the second prize in Nantong City, but there is more than one excellent course, and the concerns of teachers and students in each class are different, but the practical concept is the same.

## **6. Conclusion**

In Purui, there is no division between the staff and the staff; No teachers and childcare support; The whole park joint game, everyone has everyone's responsibility area, everyone has everyone's guidance project! As soon as the music is played, the children will naturally come to their favorite play area and follow their favorite teachers to play and explore together! Each teacher will use their own way to observe and record how the children in their own area are active, and then make appropriate adjustments according to the situation at any time! Whether it is the whole park mixed age game before the epidemic, or the relatively small scale activities in the nearby area during the epidemic prevention and control; The practice of micro topics, micro projects, combined with personality and hobbies to carry out project exploration practice and reflection naturally have the depth of happiness.

In the process of "learning internalization - action follow-up - perception improvement", Xiaorui's family has undergone transformation. In thinking and action, they follow children and conform to childlike nature, and naturally bloom their personality while helping others grow. Every tiny dandelion seed, as always, will be born toward the sun, adhere to every inch of soil, enjoy every ordinary day with sunshine and wind and rain, play beautiful growth in constant thinking, looking forward to the unforeseen future, bloom the infinite wonderful life.

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